

ABSTRACT

Dwiaji, Belinda Hana. 2016. *Easy English Learning Android Application (EEL): An M-Learning Model to learn Speaking Skill for Grade XI Students*. Yogyakarta: The Graduate Program in English Language Studies, Sanata Dharma University.

Speaking should be acquired by students since they are supposed to be able to communicate using English both spoken and written. As mobile technology has grown rapidly in educational sector, it creates new opportunities for improving learning experience of students at all levels of education. In addition, the use of mobile technologies has supported the implementation of Mobile Learning (M-Learning). Therefore, the researcher felt necessary to utilize the mobile devices as a learning media to support the XI grade students' speaking skill by developing a learning model using Android application as a media that were appropriate for their learning needs.

There were two research questions formulated in this thesis. The first question is what the iconic model of Android application for grade XI students looks like. Then, the second question is how the iconic model of Android application for grade XI students supports their speaking skill. To answer the research questions, the researcher combined an instructional ADDIE model by Roger (2002) and the steps of R & D cycle by Borg and Gall (1983). The application was designed based on some theories of mobile learning (Elias, 2011), characteristics of well-designed software (Egbert & Hanson-Smith, 1999), principles of MALL (Stockwell & Hubbard, 2013), and aspects of speaking skill (Brown, 2001; Brown, 2004; Nunan, 2003; Richard & Renandya, 2002). The data were in the forms of quantitative and qualitative data. The quantitative data were gathered from questionnaire. Meanwhile, to obtain the qualitative data, open-ended questions in the questionnaires, interviews, and observation were conducted. The research was conducted in SMA Bopkri 2 Yogyakarta.

The result of this research was the iconic model of an Android Application, namely *Easy English Android Application (EEL)*. EEL consists of three main sections in each lesson, namely *Let's Start*, *Let's Practice*, and *Let's Have Fun*. *Let's start* contains the materials to build the students' knowledge about the topics. *Let's practice* contains several activities which support their speaking skills. *Let's have fun* contains some fun materials to arouse students' interests. EEL was appropriate for XI grade students to learn speaking skill since it provided activities related to students' grammatical sentence production, vocabulary mastery, comprehension, pronunciation ability, and fluency (Brown, 2001; Brown, 2004; Nunan, 2003; Richard & Renandya, 2002). The findings showed that EEL was considered as good and useful by the mean score of 1.41 out of (-2) to 2 and useful to help the students in learning speaking. EEL is also flexible and practical, which is in line with the principle of m-learning (Elias, 2011) since the product is easy to operate, simple, and helpful to learn English speaking skill.

Keywords: Android, EEL, grade XI students, learning media, m-learning, speaking

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Berbicara (*speaking*) sebaiknya dicapai oleh siswa karena mereka diharuskan mampu berkomunikasi menggunakan bahasa Inggris baik lisan maupun tertulis. Karena *mobile technology* telah berkembang secara pesat pada sektor pendidikan, hal itu menciptakan kesempatan baru dalam meningkatkan pengalaman pembelajaran siswa di seluruh tingkat pendidikan. Selain itu, penggunaan teknologi *mobile* telah mendukung penerapan model pembelajaran *Mobile Learning (M-Learning)*. Oleh karenanya, peneliti perlu memanfaatkan perangkat *mobile* sebagai media pembelajaran untuk mendukung kemampuan *speaking* siswa kelas XI dengan mengembangkan model pembelajaran aplikasi Android sebagai media yang sesuai dengan kebutuhan pembelajaran siswa.

Terdapat dua permasalahan inti dalam penelitian ini. Yang pertama adalah seperti apakah model ikonik aplikasi Android untuk siswa kelas XI. Sedangkan, yang kedua adalah bagaimana model ikonik aplikasi Android mendukung kemampuan *speaking* siswa. Untuk menjawab permasalahan tersebut, peneliti menggabungkan ADDIE model instruksional dari Roger (2002) dengan tahap siklus Penelitian dan Pengembangan dari Borg & Gall (1983). Aplikasi ini didesain berdasarkan teori *m-learning* (Elias, 2011), karakteristik desain software (Egbert & Hanson-Smith, 1999), prinsip MALL (Stockwell & Hubbard, 2013), dan aspek-aspek *speaking* (Brown, 2001; Brown, 2004; Nunan, 2003; Richard & Renandya, 2002). Ada dua jenis data dalam penelitian ini, yaitu data kuantitatif dan kualitatif. Data kuantitatif diperoleh dari kuesioner. Sedangkan, untuk mendapatkan data kualitatif, dilakukan pertanyaan kuesioner terbuka, wawancara, dan observasi. Penelitian ini dilaksanakan di SMA Bopkri 2 Yogyakarta.

Hasil penelitian ini merupakan model ikonik aplikasi Android, bernama *Easy English Android Application (EEL)*. EEL terdiri dari tiga bagian utama pada setiap *lesson*, yaitu *Let's Start*, *Let's Practice*, and *Let's Have Fun*. *Let's start* berisi materi untuk membangun pengetahuan siswa tentang topik yang akan dipelajari. *Let's Practice* berisi beberapa kegiatan yang mendukung kemampuan *speaking*. *Let's Have Fun* berisi berbagai materi dan kegiatan yang menyenangkan untuk menarik perhatian siswa. Aplikasi ini sesuai untuk siswa kelas XI dalam belajar *speaking* karena terdapat kegiatan-kegiatan yang berhubungan dengan penggunaan tata bahasa, penguasaan kosakata, pemahaman, kemampuan percakapan, dan kefasihan (Brown, 2001; Brown, 2004; Nunan, 2003; Richard & Renandya, 2002). Hasil penelitian ini menunjukkan bahwa aplikasi ini dianggap baik dan berguna dengan skor rerata 1.41 dari (-2) sampai 2 dan bermanfaat untuk membantu siswa dalam belajar *speaking*. EEL juga fleksibel dan praktis, sesuai dengan prinsip *m-learning* (Elias, 2011) karena produk tersebut mudah dioperasikan, praktis dan berguna untuk belajar *speaking*.

Kata kunci: Android, EEL, media pembelajaran, m-learning, siswa kelas XI, *speaking*